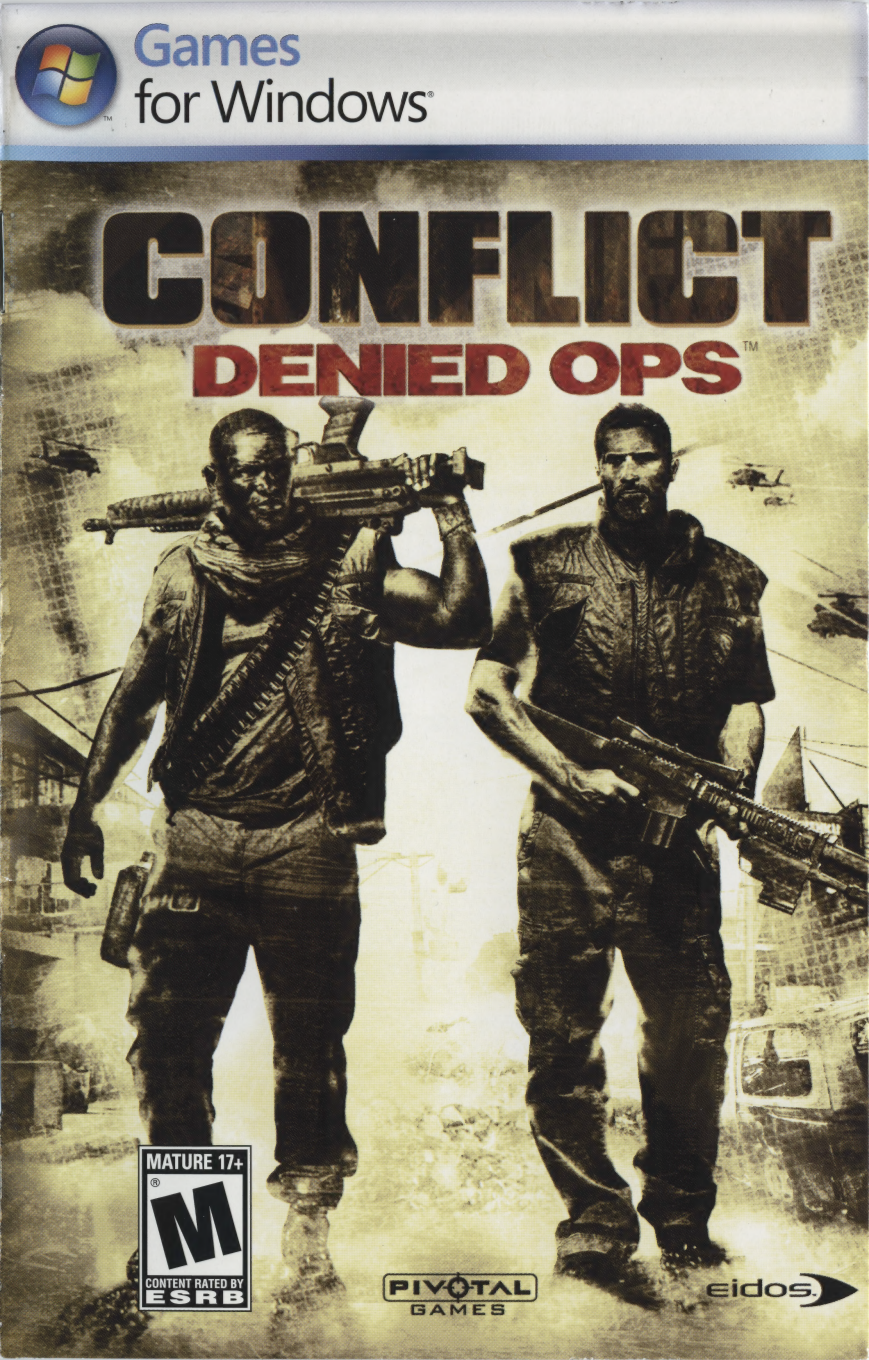
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CONFLICT
DENIED OPS™
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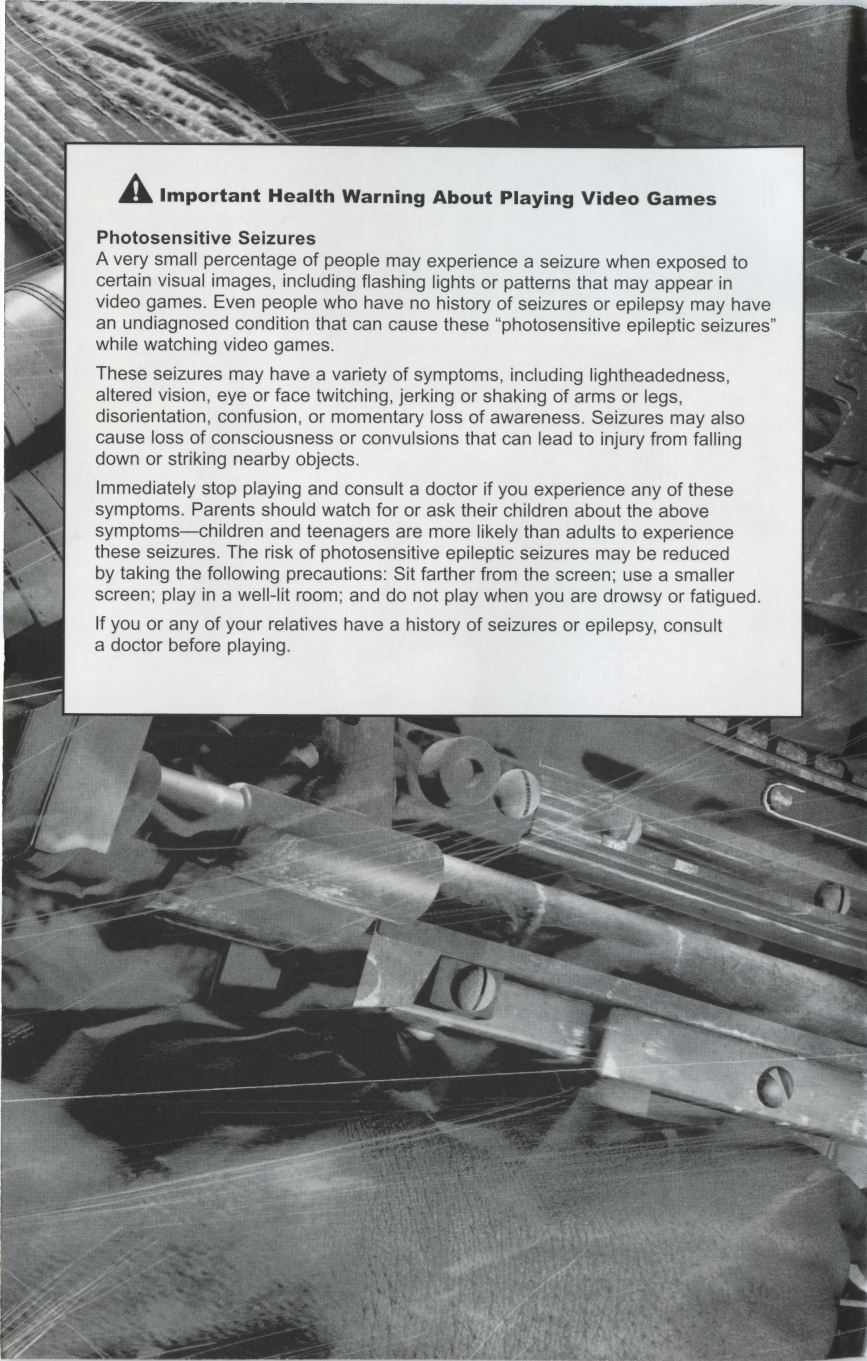

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INSTALLATION & LOADING

WINDOWS® XP

INSTALLING THE GAME

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Place the CONFLICT: DENIED OPS™ disc into your computer's drive. The disc should autorun and display the installation screen.

- **If autorun is disabled on your machine:**
  1. Double-click MY COMPUTER on your Windows desktop.
  2. Double-click the drive.
  3. The installation screen should appear. If it doesn't, double-click SETUP.EXE.
- **If the game has not yet been installed, the installation screen will include an INSTALL option.**
  1. Select INSTALL. The installation process will begin.
  2. Follow all on-screen instructions.

LOADING THE GAME

Place the disc in the drive and select **START/PROGRAMS/EIDOS/CONFLICT: DENIED OPS**.

WINDOWS VISTA®

INSTALLING THE GAME

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Place the CONFLICT: DENIED OPS disc into your computer's drive. The disc should autorun and display the installation screen.
3. When the USER ACCESS CONTROL option appears, choose CONTINUE. (At this point, if you are not already logged-in to a Windows Vista user account with administrator rights, you will be asked to provide the username and password of such an account.)

LOADING THE GAME

Once the game is installed and you are ready to play,

- Click the WINDOWS button.
- Click the GAMES EXPLORER option.
- Click the CONFLICT: DENIED OPS icon to start the game.

ENHANCING YOUR GAME EXPERIENCE

VIDEO — IMPORTANT NOTE REGARDING GRAPHICS & HAVING THE BEST POSSIBLE GAME EXPERIENCE

CONFLICT: DENIED OPS™ uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience.

The game was largely developed and tested on NVIDIA® GeForce™ 7 Series graphics cards. On a GeForce 7600 or better you will be able to turn on all of the special effect features at higher resolutions in the game.

The intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware.

CONFLICT: DENIED OPS™ SOUNDS BEST ON SOUND BLASTER®

Creative's Sound Blaster® X-Fi™ sound card is an EAX® ADVANCED HD™-capable audio solution that guarantees the best audio experience. Not only does it deliver immersive EAX® ADVANCED HD™ effects with superior audio fidelity, it also gives you high voice counts — playing multiple sounds simultaneously — and ultra-fast 3D performance.

The sound effects in CONFLICT: DENIED OPS are enhanced with EAX® ADVANCED HD™ environmental audio to give you the ultimate audio experience on supported hardware.

To experience the full audio effect of CONFLICT: DENIED OPS, you must have one of the Sound Blaster® X-Fi™ series sound cards.

To learn more about Sound Blaster X-Fi sound card, please visit: http://soundblaster.com

INTRODUCTION

THE GAME

CONFLICT: DENIED OPS™ features two agents from the CIA's Special Activities Division (SAD). Their mission: to prevent a third-world dictatorship from gaining nuclear weapons. This mission that will take them across three continents and pit them against the ambitious, powerful, dangerous men who control the nuclear arms smuggling trade.

With the ability to play as either agent, you can switch between two very different characters, maneuver them rapidly into position, and take full advantage of their individual skills and weapons. This is the essence of the game: each agent working with and protecting the other to create the perfect Denied Ops team.

CONFLICT: DENIED OPS also lets you take part in co-operative and competitive play over LAN and Internet via GameSpy™.

THE FORCE

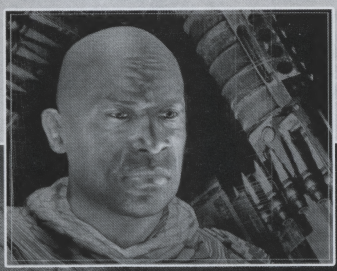
The Special Activities Division (SAD) is a clandestine unit within the CIA, responsible for covert paramilitary operations. The division numbers less than a hundred agents, pilots and specialists — all selected from the ranks of retired US Army Special Forces, Delta Force and Navy SEALS, or from civilian organizations such as the FBI and SWAT. All agents specialize in advanced weaponry, guerrilla warfare, and the use of explosives and evasion techniques.

Working in small teams and conducting covert operations deep behind enemy lines, SAD agents do not carry anything that would associate them with the CIA or the United States. If captured, their existence will be officially denied.

PERSONNEL

LINCOLN GRAVES

Sniper. Age 47. Native Alaskan. Ex-Marine. Ex-Delta Force. Veteran of every US military campaign from Grenada to Iraq. Played a major role in America's unconventional war in Afghanistan, operating covertly against al-Qaeda and the Taliban. Consummate professional. In amazing physical condition for his age. Devoted husband with two grown daughters. Committed Christian and patriot.



REGGIE LANG

Heavy weapons specialist. 28 years old. Hails from Miami, Florida. Sporting prodigy. Abandoned football career following 9/11 attacks and joined the FBI's Critical Incident Response Group. Instrumental in the capture of many high-profile al-Qaeda terrorist suspects, including Abu Zubaydah in Pakistan. An impetuous and fearless warrior. This will be his first mission for SAD.

DEFAULT CONTROLS: KEYBOARD & MOUSE

MENU CONTROLS

mouse pointer or **A**	Select option
left mouse button	Confirm/Next menu
Esc/right mouse button	Cancel/Previous menu

BASIC GAME CONTROLS

W/S	Move forward/back
Spacebar	Action button
mouse	Look/Move crosshairs
V	Toggle Normal/Night Vision
left shift/mouse wheel up	In First Person, toggle Scope Aimed View
Alt	In Scope Aimed View, toggle Scope Zoom
Tab	Switch characters
O	Objectives Screen
Esc	Pause Menu

BASIC WEAPON CONTROLS

1	Equip main weapon
2	Equip weapon attachment (if available)
3	Equip pistol
4	Equip rocket launcher (if available)
left mouse button	Fire weapon
A/D	Strafe left/right
R	Reload weapon
Ctrl	Toggle alternate fire (weapon attachment)
G	Quick-throw grenade

GUN CAMERA (GRAVES ONLY)

Alt	In First Person View, toggle Gun Camera up
Q/E	In First Person View, toggle Gun Camera left/right

GUN LEAN

Q (hold)/**E** (hold)	Gun lean left/right

STANCE

C	Toggle Kneel/Stand
X	Toggle Prone/Stand

AGENT ORDERS

F (hold)	Open Agent Orders
T/right mouse button	Order Agent to "Advance to position"/ Perform context order
T/right mouse button (hold)	Order Agent to "Follow me"
Aim + **T/right mouse button**	Take out specific target
F	Order Agent to "Give suppressive fire"
W	Order flashbang on crosshairs (set with **mouse**)
S	Order incendiary grenade/proximity mine on crosshairs (set with **mouse**)
A	Order frag grenade on crosshairs (set with **mouse**)
D	Order smoke grenade on crosshairs (set with **mouse**)
F (hold) + **Ctrl/mouse 3**	Order grenade launcher/12-gauge shotgun assault

INVENTORY

Ctrl/mouse wheel (hold)	Open Inventory
A	Select primary weapon
D	Select sidearm
W	Select rocket launcher (Lang only)

GRENADE INVENTORY

G (hold)	Open Grenade Inventory
W	Select flashbang
S	Select incendiary grenade (Lang only)/ Select proximity mine (Graves only)
A	Select frag grenade
D	Select smoke grenade

BASIC VEHICLE CONTROLS

Spacebar	Embark/Disembark
Ctrl	Switch vehicle weapons
Tab	Switch positions

TANK/APC — DRIVER

W/S	Accelerate/Reverse
A/D	Rotate left/right
left mouse button	Fire main gun (with second Agent in Gunner position)
mouse	Rotate turret (with second Agent in Gunner position)
Shift	Toggle Chase Camera/Close Camera

TANK/APC — GUNNER

W/S	Accelerate/Reverse (with second Agent in Driver position)
A/D	Rotate left/right (with second Agent in Driver position)
left mouse button	Fire main gun
mouse	Rotate turret
Shift	Toggle Chase Camera/Close Camera

HOVERCRAFT — DRIVER

W/S	Forward/Back
A/D	Strafe left/right
left mouse button	Fire heavy machine gun
mouse left/right	Rotate hovercraft
Tab	Switch positions (if available)
Shift	Toggle Aimed/Normal Cockpit View

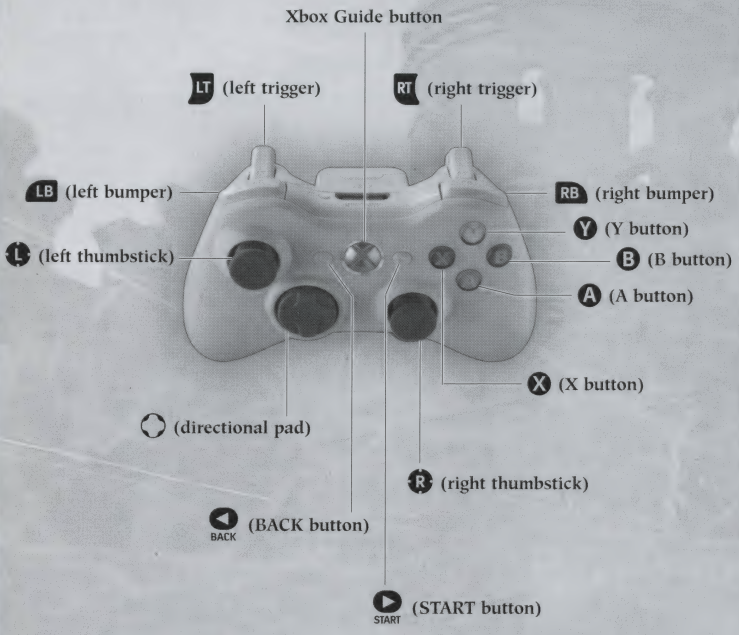
HOVERCRAFT — GUNNER

left mouse button	Fire heavy machine gun
mouse	Rotate heavy machine gun
Tab	Switch positions (if available)
Shift	Toggle Aimed/Normal Cockpit View

MULTIPLAYER ONLY

B	Team radio (game chat)
O	In-game scorecard

DEFAULT CONTROLS: Xbox 360® CONTROLLER FOR WINDOWS



- Some CONFLICT: DENIED OPS controls will produce different effects when pressed (or pulled) than when pressed (or pulled) and held.

MENU CONTROLS

◯	Select option
A	Confirm/Next menu
B	Cancel/Previous menu

BASIC GAME CONTROLS

L	Move forward/back
A	Action button
R	Look/Move crosshairs
	Toggle Normal/Night Vision
B	Switch characters
BACK	Objectives Screen
START	Pause Menu

BASIC WEAPON CONTROLS

RT	Fire weapon
L	Strafe left/right
X	Reload weapon
Y	Toggle alternate fire (weapon attachment)
R	In First Person View, toggle Scope Aimed View
	In Scope Aimed View, toggle Scope Zoom
RB	Quick-throw grenade

GUN CAMERA (GRAVES ONLY)

	In First Person View, toggle Gun Camera up
	In First Person View, toggle Gun Camera left/right

GUN LEAN

(hold)/ (hold)	Gun lean left/right

STANCE

L	Toggle Kneel/Stand
L (hold)	Toggle Prone/Stand

AGENT ORDERS

LB (hold)	Open Agent Orders
LT	Order Agent to "Advance to position"/ Perform Context order
LT (hold)	Order Agent to "Follow me"
Aim + LT	Take out specific target
LB	Order Agent to "Give suppressive fire"
D-pad Up	Order flashbang on crosshairs (set with R)
D-pad Down	Order incendiary grenade/proximity mine on crosshairs (set with R)
D-pad Left	Order frag grenade on crosshairs (set with R)
D-pad Right	Order smoke grenade on crosshairs (set with R)
LB (hold) + Y	Order grenade launcher/12-gauge shotgun assault

INVENTORY

Y (hold)	Open Inventory
L	Select weapon/item
D-pad Left	Select primary weapon
D-pad Right	Select sidearm
D-pad Up	Select rocket launcher (Lang only)

GRENADE INVENTORY

RB (hold)	Open Grenade Inventory
L	Select weapon/item
	Select flashbang
	Select incendiary grenade (Lang only)/ Select proximity mine (Graves only)
	Select frag grenade
	Select smoke grenade
RB	Throw grenade

BASIC VEHICLE CONTROLS

A	Embark/Disembark
Y	Switch vehicle weapons
X	Switch positions

TANK/APC — DRIVER

L	Accelerate/Reverse/Rotate
L	Align turret to tank
RT	Fire main gun (with second Agent in Gunner position)
R	Rotate turret (with second Agent in Gunner position)
R	Toggle Chase Camera/Close Camera

TANK/APC — GUNNER

L	Accelerate/Reverse/Rotate (with second Agent in Driver position)
RT	Fire main gun
R	Rotate turret
R	Toggle Chase Camera/Close Camera

HOVERCRAFT — DRIVER

L	Forward/Strafe left/right
RT	Fire main gun
R	Rotate hovercraft
X	Switch positions (if available)
R	Toggle Aimed/Normal Cockpit View

HOVERCRAFT — GUNNER

RT	Fire heavy machine gun
R	Rotate heavy machine gun
X	Switch positions (if available)
R	Toggle Aimed/Normal Cockpit View

MULTIPLAYER ONLY

LB (hold)	Team radio (game chat)
BACK	In-game scorecard

GETTING INTO THE GAME

The Profile Screen offers the following options:

- **LOAD PROFILE** — Choose a profile from a list of existing profiles. From here you proceed to the Main Menu.
- **CREATE NEW PROFILE** — Set up a new profile, and proceed to the Main Menu.
- **DELETE PROFILE** — Delete one or more profiles.
- **EXIT TO WINDOWS** — Exit the game back to the desktop.

Once you arrive at the Main Menu, select **SINGLE PLAYER CAMPAIGN** to learn the game basics. This option takes you to the first mission and guides you through the basic **CONFLICT: DENIED OPS** controls as you play.

- Although most of the important controls are introduced during the first mission, keep the Controls section of this manual nearby for quick reference while playing.

SINGLE PLAYER CAMPAIGN

From the Main Menu, select **SINGLE PLAYER CAMPAIGN**. Then select **NEW CAMPAIGN**, and finally, select your level of **DIFFICULTY**.

NEW CAMPAIGN

An intro movie provides a full summary of the geo-political situation behind **CONFLICT: DENIED OPS**. A shorter movie then introduces the main characters: Graves and Lang. This then leads directly to the first mission: **SANTA CECELIA MONASTERY**.

As the mission progresses, new objectives appear on the Objectives Screen (*see page 19*). You must complete these objectives in order to successfully finish the mission.

GAME SCREEN

The **CONFLICT: DENIED OPS** game screen is left uncluttered to give you a clear view of your surroundings. Get used to First Person View: looking around, turning and aiming your weapon. Try switching characters (default **Tab** or **B**).

The game has a number of on-screen icons and info panels, described here and on the following pages. Some of these are always visible; others appear briefly and then fade out.

OBJECTIVE MARKER ICON

Use the Objective Marker Icon as a directional guide. It indicates the direction to your next objective, and provides the distance to it in meters. Employ the Objectives Marker to locate objectives more rapidly and avoid getting lost.

- You can open the Objectives Screen (default **O** or **BACK**) to read details of your objective at any time.

AGENT INDICATOR

In combat, it is imperative to keep in touch with your fellow Agent at all times. The Agent Indicator Icon is always visible; it helps you locate an Agent's exact position. The icon changes to indicate when you have issued a specific order to an Agent. *(See page 19.)*

HEALTH MONITOR

If an Agent is stunned, you will see an on-screen Health Monitor. This displays a time limit in which the Agent must be healed. Get close to the Agent and press the Action button (default **Spacebar** or Ⓐ) to heal your teammate.

- The Health Monitor remains on-screen until you have healed the stunned Agent.

WEAPON AIM RETICLE

The crosshairs help you aim your weapon. They are color-coded to identify different types of targets.

- **RED** — When targeting an enemy, the crosshairs turn red.
- **YELLOW** — Explosive objects such as barrels and gas canisters turn the crosshairs yellow.
- **GREEN** — Targeting a friendly turns the crosshairs green. (This is your warning: do not fire!)

WEAPON ICON

The weapon an Agent carries is always visible on-screen in First Person View. When a weapon is being fired (default **left mouse button** or RT), its icon shows the weapon's name and number of rounds remaining.

All weapons are automatically reloaded when their ammo runs out, but this takes valuable seconds. If you think a firefight is coming up, check your ammo and reload if necessary (default **R** or Ⓧ) — it could mean the difference between a live Agent and a dead Agent.

You can earn secondary attachments for your main weapon, such as the 40mm grenade launcher or 12-gauge shotgun. Press default **Ctrl** or Ⓨ to fast-switch between your main weapon and its attachment.

STANCE ICON/STANCE

When you alter an Agent's stance, the stance is shown as an on-screen icon, identified with the Agent's name. The stance you adopt in a particular situation is very important.

- While standing, you can move faster across the ground, but your fire is less accurate and you are an easier target.
- Kneeling (toggle default **C** or Ⓡ) makes you less of a target and gives you greater accuracy, but you move slower.
- For maximum accuracy, go prone (toggle default **X** or hold Ⓡ).

INVENTORY

Open the Inventory (default hold **Ctrl** or hold Y) to display an Agent's weaponry in a radial of on-screen icons.

- Press **A** or ◯ (default) to change your primary weapon.

GRENADE INVENTORY

Open the Grenade Inventory (default hold **G** or hold RB) to display a radial of on-screen icons showing the type and number of grenades an Agent is carrying.

Frag and smoke grenades are available during the first mission. You can unlock flashbangs, incendiary grenades and proximity mines as the game progresses.

Select the grenade (default **A** or ◯ for a frag grenade) and throw when ready (default **G** or RB).

SNIPER SCOPE

The 7.62mm sniper rifle comes complete with a powerful x10 variable scope. Select **SCOPE AIMED VIEW** (default **left Shift/mouse wheel up** or R) to display a highly accurate x05 sniper crosshairs, perfect for long-range stealth kills. For extreme close-up kills, you can increase Scope Aimed View up to x10 magnification (default **Alt** or ◯).

NIGHT VISION

Toggle Night Vision (default **V** or ◯) when it is too dark to see clearly in normal light. Enabling Night Vision changes the display from color to monochrome.

HEALING

No matter how good you are, an Agent will take hits during a mission. Hits are shown graphically on-screen as red arcs (which also indicate the source direction of enemy fire). If an Agent is hit enough times to become "stunned," you have to revive him by going to his side, pressing the Action button (default **Spacebar** or A) when prompted, and administering a shot of adrenaline.

- If you fail to heal an Agent within the on-screen time limit, you will fail the mission.

ON-SCREEN HELP

The Santa Cecilia Monastery mission includes helpful on-screen text that appears at key moments during the action. This text is intended to introduce features that are unique to **CONFLICT: DENIED OPS**, and give instructions on how to use them. Further tips appear on loading screens throughout the game.

ACTION BUTTON

In certain situations, positioning your character close to an object brings up an on-screen prompt. This prompt alerts you that you can perform a location-specific action. The game offers a wide variety of these actions, such as CLIMB LADDER, VAULT, HEAL, MOUNT HMG, EMBARK VEHICLE, etc. Press the Action button (default **Spacebar** or Ⓐ) to perform the action.

AGENT ORDERS

Rapid communication between Agents is vital to the success of a mission. It is important to give clear and concise orders to avoid misunderstandings. When you issue an order to an Agent, an icon appears briefly on-screen, and the Agent responds verbally. Agent Orders will help you co-ordinate and carry out successful assaults on well-defended positions.

FOLLOW

GO THERE

SUPPRESSIVE FIRE/
AGENT ORDER

You can order an Agent to:

- Advance to a position (default **T** or **right mouse button** or LT).
- Follow you (default hold **T** or **right mouse button** or pull and hold LT).
- Lay down suppressive fire — to pin down enemies and keep their heads down while you advance (default **F** or LB).
- Perform a context order such as download data or open a door (default **T** or **right mouse button** or aim and pull LT).
- Take out a specific target (aim and press default **right mouse button** or aim and pull default LT).
- Carry out a grenade launcher/12-gauge shotgun assault (default press and hold **F** and press **Ctrl** or **mouse 3** or press and hold LB and press Ⓨ).

Agent Orders also allow you to order an Agent to throw a grenade at a pre-defined point.

- Open Agent Orders (default hold **F** or hold LB).
- Set your crosshairs on a target (default **mouse** or hold Ⓡ).
- Order a frag grenade (for example) to be thrown (default **A** or ◁).

OBJECTIVES SCREEN

Press default **O** or BACK to open and close the Objectives Screen. Your mission objectives are listed on this screen, and checked-off as they are completed. Additional objectives are added to the list until a mission is successfully completed. Press the Action button (default **Spacebar** or Ⓐ) to get details on an objective.

TEAMWORK

Being successful in CONFLICT: DENIED OPS is all about working as a team. Plan ahead when moving through a mission, and make the most of each Agent's unique skills and strengths. Graves and Lang make a formidable fighting team when used correctly; get Lang to lay down suppressive fire while you assault a position; use Bounding Overwatch tactics to clear out a stairwell; set up a deadly crossfire and cut your enemies to ribbons.

FIRING FROM COVER

All weapons in CONFLICT: DENIED OPS provide an Agent with the ability to fire at enemies from behind cover. Pistols, the 12-gauge shotgun, and the 5.56mm LMG can all be used while leaning around a corner (default hold **Q** or **E**, or hold ◁ or ▷). The Gun Camera upgrade (default **Alt**, **Q** or **E**, or ◁, ◁ or ▷) on the 7.62mm sniper rifle gives Graves the added ability to fire over low cover as well as around it.

SUPPLY CRATES

SAD Agents have to move fast, so they travel light. Their explosive supplies are limited, so be on the look-out for supply crates that are often located in out-of-the-way places. These provide your only opportunity to re-supply with explosive ammunition (e.g. grenades) during a mission.

SUPPORT

The Special Activities Division's arsenal includes attack helicopters and the latest fighter jets. AH-64D Apaches and F-22s are standing by to provide close air support throughout the campaign. SAD also has its own fleet of Pave Low Helicopters to fast-rope Agents into combat or extract them upon successfully completing a mission.

TANKS, APCs, HOVERCRAFT

CONFLICT: DENIED OPS allows you to commandeer a range of vehicles during a campaign. You can choose the position of either Gunner or Driver, and even switch positions during combat. Take the time to get used to the different controls and capabilities offered by each vehicle.

CONTINUE CAMPAIGN

Choose the CONTINUE CAMPAIGN option from the Main Menu to resume a previously saved Campaign. Select a mission on the Geosphere to continue play.

CO-OPERATIVE

Co-operative play is an important part of **CONFLICT: DENIED OPS**, enabling you and a friend to play through the entire campaign story or individual missions. Select **CO-OPERATIVE** from the Main Menu and follow the on-screen instructions.

- You can play Co-operative Mode via either LAN or the Internet.

LAN

Connect two PCs via a local area network connection to play single missions or Campaign Mode.

INTERNET

Play individual missions or Co-operative Campaign Mode with another gamer via GameSpy™.

CONTROLS

Individual character controls in Co-operative Mode are the same as those in Single Player Mode. There are no Agent Orders in Co-operative Mode.

MULTIPLAYER

CONFLICT: DENIED OPS offers multiplayer action for up to 16 players in three different modes of combat. Select **MULTIPLAYER** from the Main Menu to begin.

- You can play all Multiplayer Modes either via LAN or via the Internet by logging in to GameSpy™.

LOGGING INTO GAMESPY™

To log in to GameSpy, either select **GAMESPY ID LOGIN** from the Main Menu, or choose to play an Internet game.

- **CREATE ACCOUNT** – Enter a nickname, which will be your GameSpy online gamer name on Gamespy. Enter a valid email address and password for your GameSpy account. Finally, click **ACCEPT**.
- **USE EXISTING ACCOUNT** – If you already have an existing GameSpy account, enter your GameSpy nickname, the email address you registered with, and your account password. Click **ACCEPT** to log-in.

MULTIPLAYER GAME MODES

- **DEATHMATCH** — Play an all-against-all Deathmatch game against other players. Players score one point per kill.

  To win: score the most kills within the time limit, or reach the score limit first.

- **TEAM DEATHMATCH** — Compete as a team against other players. Players divide into two teams, and teams score one point per kill.

  To win: as a team, score the most kills within the time limit, or reach the score limit first.

- **CONQUEST** — Play as a team against other players. Two teams compete to take and hold five positions. Positions are marked by flags located at strategic points in the game arena. Each player scores one point per a set time unit for each flag that player takes and holds. Players can re-spawn near any of the flags their team holds.

  To win: as a team, score the most points at the end of the time limit, or reach the score limit first.

ADDITIONAL MULTIPLAYER CONTROLS

Individual character controls in Multiplayer Mode are the same as those in Single Player Mode. There are no Agent Orders and no vehicles in the competitive game, and the following special controls are available:

B	Team radio (game chat)
O	In-game scorecard

AWARDS

Select **AWARDS** from the Main Menu to see a list of awards gained during the campaign you have undertaken.

STATISTICS

- **CAMPAIGN AGENT INFORMATION** — All your Campaign and Multiplayer statistics, such as accuracy and weapon usage, are tracked here.

LEADERBOARDS

- **CAMPAIGN** — View the fastest times for completing Single Player and Co-operative Campaign missions.
- **MULTIPLAYER** — View Deathmatch, Team Deathmatch, and Conquest best scores from around the world. Check your friends' best scores, the cumulative totals from players around the world, and the best scores this week.

CITATIONS

Citations are awarded for a variety of gameplay feats, such as rescuing an important character or killing enemies in a certain way.

- Multiplayer Mode has its own set of citations rewarding exceptional multiplayer feats in ranked games, such as capturing all the flags in a Conquest match or scoring a large number of consecutive kills.

OPTIONS

Select **OPTIONS** from the Main Menu to display a list of options. Adjust these options to adapt the game to suit your style of play, and to make the most of your display's capabilities.

- **CONTROLS** — With the keyboard/mouse selected, you can adjust Input Method, Key Assignment, Mouse Options, and Help Messages. With the Xbox 360 Controller selected, you can adjust Input Method, Controller Layout, Vibration, Invert Y Axis, and Help Messages.
- **VIDEO** — Adjust a number of options to complement your display equipment and play style.
- **SOUND** — Adjust Music Volume, FX Volume, and Voice Volume/Threshold/Input/Output.
- **RENAME PROFILE** — Rename an existing profile.

PAUSE MENU

The Pause Menu is available throughout the game (default **Esc**). You can use this menu to select and adjust the following options in-game:

- **RESUME MISSION** — Return to the game action.
- **RESTORE CHECKPOINT** — Return to the last checkpoint passed.
- **LOAD GAME** — Load a previously saved game.
- **SAVE GAME** — Save the game at your current position.
- **RESTART MISSION** — Start the mission from the beginning.
- **PLAYERS IN GAME SESSION** — Show a list of other players in a Multiplayer session.
- **OPTIONS** — Adjust game options *(see above)*.
- **QUIT** — Exit the game.

SAVE GAME

You can save the game at any point by pressing **Esc** to open the Pause Menu, and then selecting the **SAVE GAME** option. Using this option permanently saves your game progress. The game also autosaves your progress at the end of each mission during a Campaign. Autosaves vanish when you quit the game back to Windows.

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THIS GAME IS DEDICATED TO THE MEMORY OF JON BRIDGES, 1982-2006

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